

Docket No. AUS920010498US1

**CLAIMS:**

What is claimed is:

- 5 1. A method for dynamically associating actions with an object, comprising the computer implemented steps of:  
responsive to selection of an object, determining an object type of the selected object;  
determining actions which can be performed on the  
10 object type by other objects in a data processing system at the time of selection; and  
associating the determined actions with the selected object.
- 15 2. The method claim 1, wherein the determining step further comprises:  
querying the selected object for a runtime list of methods/actions known to object from a database;  
retrieving a static list of methods/actions for the  
20 object type; and  
combining the runtime list, static list, and actions by other objects to produce a combined list of actions for the object.
- 25 3. The method of Claim 1, wherein the object is a Java object.
4. The method of Claim 1, wherein the determining steps are performed on a Java class.

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5. The method of Claim 2, wherein object is graphical user interface object representative of a network resource and the combined list of actions is presented in the interface to a user.

6. The method of claim 2, wherein the method provides a static list of actions for a specific class.

dynamically associating actions with the object based on an object type of the object; and responsive to a selection of the object, presenting the actions in the graphical user interface.

20 9. The method of claim 8, wherein the pointing device is one of a mouse, a track ball, a touch pad, a light pen, a touch screen, or a digitizing pad.

11. The method of claim 7, wherein the actions are presented as at least one of a selectable list, a selectable table, a tree, a set of button, and check boxes.

12. The method of claim 7, wherein the actions are dynamically associated in response to the selection of the object.

14. The method of claim 7 further comprising:  
adding a new action to the actions prior to  
10 dynamically associating the actions.

15 16. The method of claim 7, wherein the method is  
implemented using a Java programming language.

18. The method of claim 17, wherein the object is a  
folder and wherein the program is a file navigation  
30 program.

19. The method of claim 17, wherein the object is a security object.

5       a bus system;  
      a communications unit connected to the bus system;  
      a memory connected to the bus system, wherein the  
memory includes a set of instructions; and  
      a processing unit connected to the bus system,  
10   wherein the processing unit executes the set of  
instructions to dynamically associate actions with the  
object; and present the actions in the graphical user  
interface in response to a selection of the object.

a bus system;  
a communications unit connected to the bus system;  
a memory connected to the bus system, wherein the  
memory includes a set of instructions; and  
20 a processing unit connected to the bus system,  
wherein the processing unit executes the set of  
instructions to associate actions with the object to form  
associated actions, wherein a hard-coded association  
between the associated actions and the object are absent,  
25 not extensible and undesirable; and present the actions  
in the graphical user interface responsive to a selection  
of the object.

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30      a bus system;
      a communications unit connected to the bus system;
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a memory connected to the bus system, wherein the memory includes a set of instructions; and

a processing unit connected to the bus system, wherein the processing unit executes the set of  
5 instructions to identify actions associated with the object to form associated actions in response to an execution of a program associated with the object; and present the actions in the graphical user interface in response to a selection of the object.

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23. A data processing system for dynamically associating actions with an object, comprising:

first determining means, responsive to selection of an object, for determining an object type of the selected  
15 object;

second determining means for determining actions which can be performed on the object type by other objects in a data processing system at the time of selection; and

20 associating means for associating the determined actions with the selected object.

24. The data processing system as in 23 comprising:

querying means for querying the selected object for  
25 a runtime list of methods/actions known to object from a database;

retrieving means for retrieving a static list of methods/actions for the object type; and

combining means for combining the runtime list,  
30 static list, and actions by other objects to produce a combined list of actions for the object.

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25. The data processing system of Claim 23, wherein the object is a Java object.

27. The data processing system of claim 24, wherein object is graphical user interface object representative of a network resource and the combined list of actions is presented in the interface to a user.

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32. The data processing system of claim 29, wherein the actions are presented as a pop-up menu.

33. The data processing system of claim 29, wherein the  
5 actions are presented as at least one of a selectable list, a selectable table, a tree, a set of button, and check boxes.

34. The data processing system of claim 29, wherein the  
10 actions are dynamically associated in response to the selection of the object.

35. The data processing system of claim 29, wherein the  
15 actions are dynamically associated when the object is initialized.

36. The data processing system of claim 29, wherein the actions are dynamically associated at runtime.

20 37. The data processing system of claim 29 further comprising:

adding means for adding a new action to the actions prior to dynamically associating the actions.

25 38. The data processing system of claim 29, wherein changes to the actions result in only existing actions are presented.

30 39. The data processing system of claim 29, wherein the method is implemented using a Java programming language.

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40. A data processing system for presenting actions associated with an object displayed in a graphical user interface, the data processing system comprising:

presenting means, responsive to a selection of the  
object, for presenting the actions in the graphical user  
10 interface.

15 identifying means, responsive to an execution of a  
program associated with the object, for identifying  
actions associated with the object to form associated  
actions; and

42. The data processing system of claim 41, wherein the  
object is a folder and wherein the program is a file  
25 navigation program.

30 44. A computer program product in a computer readable  
medium for dynamically associating actions with an  
object, the computer program product comprising:



first instructions, responsive to selection of an object, for determining an object type of the selected object;

third instructions for associating the determined actions with the selected object.

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    first instructions for dynamically associating
15  actions with the object; and

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20 46. A computer program product in a computer readable  
medium presenting actions associated with an object  
displayed in a graphical user interface, the computer  
program product comprising:

second instructions, responsive to a selection of the object, for presenting the actions in the graphical user interface.

5 first instructions, responsive to an execution of a  
program associated with the object, for identifying  
actions associated with the object to form associated  
actions; and

[illegible]